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THE HEROES’ CHALLENGE

Once again, the evil instant Apokolips is trying to control humankind with his terrible powers. It will take the amazing skills of the legendary Street Fighters and the powers of the mighty Marvel Super Heroes to stop this madman.

Now you choose characters from both the worlds of STREET FIGHTER and MARVEL SUPER HEROES to face off against Apokolips and his diabolical scheme.

SETTING UP

Set up your PlayStation® game console according to the instructions in the instruction manual. Make sure the power is off before starting or removing a compact disc.

Insert the MARVEL SUPER HEROES VS STREET FIGHTER disc and close the Disc Cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start the game.

MEMORY CARDS

To save game settings and results, and continue play on previously saved games, insert a Memory Card into Memory Card Slot 1 of the PlayStation® game console BEFORE starting play. See page 7 for more information.

CONTROLS

These are the default button assignments. To change the assignments, use the Key Config option (see page 7).

START BUTTON

• Start game. 
• Pause/Resume. 
• Put-in for Player 2.

SELECT BUTTON

• Reset. 
• Display status while playing.

DIRECTIONAL BUTTONS

Use these controls for characters facing right. Reverse the left-right directions for characters facing left.

 Movement

 Vertical jump. 
 Diagonal forward jump. 
 Move forward. 
 Crouch. 
 Crouch. 
 Crouching block. 
 Move backward. 
 Diagonal backward jump.

FUNCTIONS

X = Light (LP) 
A = Medium (MP) 
B = Medium (MK) 
L1 = Heavy (HP) 
R1 = Heavy (HK) 
R2 = 3 Punches 
L2 = 3 Kicks

OTHER ACTIONS

X = Choose. 
A = Cancel.

This game is compatible with the Dual Shock® Analog Controller. Turn vibration off in Option mode (see page 7). To play 2 player games, you must insert two controllers into your PlayStation® game console.
GAME MODES

At the Title screen, press the Start button to display the Game Mode menu. Use the Directional buttons to choose a mode, and press the Start button or the X button. Player 2 can join in by pressing the Start button on controller 2.

Battle – 1 or 2 players. Choose your main character and support character. You can continue as many times as you want, even if you lose.

Versus – 2 player competition. Select characters, then adjust handicaps and select a stage. When VS MODE HANDICAP is set to AUTO in Option mode, handicaps will be adjusted automatically after each match. You must have two controllers to play versus mode.

Training – 1 player. Practice your moves and combos. Choose your main character, support character, and an opponent. Press the Start button while practicing to display the Training menu.

Hero Battle – Control a Marvel Super Heroes or Street Fighter team to fight a CPU-controlled Street Fighter or Marvel Super Heroes team. If you win a match, you will fight the next opponent. If you lose, choose another two characters from your team. Beat all characters on the opposing team to win. The game ends when you win, or all your characters are defeated.

Cross Over (Special Exclusive Tag-Team Mode) – Allows you to choose your main character while the CPU selects your teammate. Throughout this mode, you fight a true tag-team match against identical CPU opponents. This mode gives you the ability to switch between both characters during battle.

Option – Adjust various game settings (see page 7).

Gallery – Check out artwork from the game, and see the victory endings of characters you’ve won with in Battle mode.

RULES

Match – The first player to win two out of three rounds wins the match. (You can change the number of winning rounds in Option mode; see page 7.) If time runs out before either player wins, the fighter with the most vitality left is declared the winner.

Win Mark – When you win a round, a Win Mark appears under your fighter’s vitality gauge.

Draw Game – A draw game is declared when both players’ Vitality gauges drain out at the same time (double K.O.), or both players have the same amount of vitality remaining when time runs out.
STARTING THE GAME

After choosing a game mode, you'll see the Character Select screen. Use the Directional buttons to choose a main character and support character. On page 9, pressing the X button selects each character. Then choose a control mode and a game speed.

CONTROL MODE

Manual - Use the normal controls shown on page 4-12 for special moves.

Easy - Use the following simple controls for special moves:

- Camera: Press LPAK rapidly.
- Special Moves: Press MP/HP/MK/HK rapidly.
- Hyper Camera: Press two punches or kicks rapidly.
- Aerial Rave: Press L and U simultaneously (see page 13).

Beginner - Use the default controls. To play these controls are the same as in Easy mode. To perform combos and special moves, press and hold the buttons instead of pressing rapidly.

GAME SPEED

Normal - Standard game speed.

Turbo - Fast game speed.

OPTION MODE

Use Option mode to adjust game settings. Use the Directional buttons: press ↑/↓ to choose a setting; press →/← to make adjustments.

Difficulty

Adjust the skill level for Battle Mode: the more stars, the more difficult.

Time Limit

Set the match time counter: ON or OFF. When ON, a match ends after 99 seconds if neither opponent is K.O.'ed. When OFF, a match continues until one of the fighters is defeated.

Match

Choose the number of rounds in a match.

Turbo Speed

Set the game speed. The more stars, the faster the game.

Short Cut

Turn ON to shorten loading time.

Vibration

Toggle the vibration feature ON or OFF when using a Dual Shock Analog Controller.

VS Mode Handicap

If AUTO is chosen, handicaps in Versus mode will be automatically adjusted after each match. If MANUAL is chosen, you can adjust the handicaps yourself.

Sound Mode

Choose MONAURAL or STEREO audio.

Sound Test

Sample the game music. After selecting a track, press the X button to play and the □ button to stop.

BGM/S.E. Volume

Adjust the background music or sound effects volume. The more stars, the louder the volume.

Key Config

Reassign the button controls for punches and kicks.

Adjust Screen

Use the Directional buttons to center the game screen on your monitor.

Memory Card

Save and load game data, using a Memory Card in Memory Card Slot 1 of the PlayStation game console. Do not remove the Memory Card while saving or loading, doing so could damage game data.
HYPER COMBO

A Hyper Combo is a Directional button move plus 2D punches or kicks simultaneously. When each character’s Hyper Combo is complete, 11 consecutive Hyper Combos are possible. A Hyper Combo consists of the Hyper Combo gauge.

HYPER COMBO GAUGE

The Hyper Combo gauge builds up power. When it is full, you can perform Hyper Combos and other special moves. You can also choose the gauge up to once.

HYPER COMBO SERIES

When your attack hits an opponent, perform a Hyper Combo attack. You can also connect one Hyper Combo to another as a successive move.

VITALITY RECOVERY

When your vitality drops, your vitality gauge drains. If you detect yourself and do not take damage for a short while, the vitality gauge will gradually recover.

VARIABLE HERO BATTLE

Before starting a game, you’ll choose two fighters from 17 available characters (eight Marvel Super Heroes and nine Street Fighters). The first hero you choose is your main character, and the second is your support character. In a battle, you can call out your support character by performing the various moves shown on this page.

Note: The controls are for characters facing right. Reverse the left/right controls for characters facing left.

Variable Assist

MP + MK (press simultaneously)
Your support fighter will join in to perform an assist attack.

Variable Counter

↓↓↓ + any P or K
Your support fighter will join in to perform a counterattack. This move requires one Hyper Combo gauge. In Cross Over mode, the command is:

↓↓↓ + HP or HK (press simultaneously)

Variable Combination

↓↓ + P and K of the same strength (press simultaneously)
Your support fighter will join in to perform a super powerful combination Hyper Combo. This move requires two Hyper Combo gauges. In Cross Over mode, the command is:

↓↓ + HP or HK (press simultaneously)

Variable Attack

HP + HK (press simultaneously)
Cross Over mode only. Your support fighter will join in to attack and take a turn. In the meantime, the resting partner’s vitality gauge will gradually recover.
SPECIAL ATTACKS

The following controls are for characters facing right. Reverse the left/right controls for characters facing left.

Dash: 4→ or ← rapidly or PPP (press 3 punches simultaneously). Move faster than a standard walk.

Super Jump: 4↑ rapidly or KKK (press 3 kicks simultaneously). Jump much higher than a standard jump. During a Super Jump, you can move right or left and perform many times.

Block, Air Block: 4↑ for away from opponent.

Throw, Grab: 4 + MP or HP (close to an opponent). Throw your opponent. Some characters grab the opponent instead of throwing.

Parring Throw: When an opponent grabs you, press Any Directional button (except ↑) + MP or HP or MK or HK. Escape an opponent’s throw or reduce your damage.

Dodge: When your character falls down, press 4↓↓ + P or K (before landing). Roll and quickly stand up to escape your opponent’s additional attacks.

Chain Combo: L (P or K) → M (P or K) → H (P or K). Quickly press the attack buttons in order.

Advancing Guard: PPP (press 3 punches while blocking). Push your opponent back.

Recovery: Any Directional button + any P and K (rapidly). Recover from dizziness rapidly or escape grab moves quickly.
AERIAL RAVE

An Aerial Rave is a successive move that knocks an opponent up in the air; your fighter then executes a Super jump, and performs a combo while airborne.

1. First, hit an opponent with an Aerial Rave Start Move (see pages 14-22). You can also start the move by pressing LP + LK simultaneously.

2. When the opponent is knocked up in the air, perform a Super Jump by pressing ↑.

3. When you catch up with the opponent, perform a chain combo in the air.

Note: If you're playing Easy or Beginner mode, perform an Aerial Rave Beginner move and Super Jump by just pressing LP + LK simultaneously (see page 6).

CHARACTERS

The following pages show the Special Moves, Hyper Combos, and Aerial Raves. Beginning Moves for each of the 17 characters you can choose when you start the game.

Note: The commands are for characters facing right.

Reverse the left-right controls for characters facing left.

In Easy and Beginner modes, you can perform Special Moves and Hyper Combos simply by pressing the corresponding P or K buttons.

EASY/BEGINNER MODE

BUTTON COMMANDS

1 = MP
2 = HP
3 = MK
4 = HK

SAMPLE MOVES CHART

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<th>Easy/Beginner Mode Commands</th>
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<td>Gou Hadouken</td>
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<td>2</td>
<td>Gou Shoryuken</td>
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<td>3</td>
<td>Kazumaki Tankaiken</td>
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<tr>
<td>3-4</td>
<td>Missatsu Gou Shoryu</td>
</tr>
<tr>
<td></td>
<td>Shuryuken/kenshin</td>
</tr>
<tr>
<td></td>
<td>Motion: Up, LP, Up, LK, HP</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>AERIAL RAVE START MOVE</th>
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<tbody>
<tr>
<td>Crouching Heavy Punch</td>
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</table>
**AKUMA**

A mysterious martial artist with a super power. Is he a god or a devil?

**SPECIAL MOVES**
1. Gou Hadoken... P
2. Gou Shoryuken... P
3. Tatsuihaki Tanka-kyoku... P
4. Ashura Senku... P (or XxK)
5. Tenma Kujinkyaku... P (in the air)

**HYPER COMBO**
1+2 Messatsu Gou Hadou... P
3+4 Messatsu Gou Shoryu...
Shun Gokur Satsui...

**AERIAL RAVE START MOVE**
Crouching Heavy Punch

The leader of the evil organization Shadowlaw. What is he attempting this time?

**BLACKHEART**

The living embodiment of America. He is a Super-Soldier, whose potential power has been stretched to the max.

**SPECIAL MOVES**
1. Shield Slash... P
2. Stars & Stripes... P
3. 4 Charging Star...

**HYPER COMBO**
1+2 Final Justice...
3+4 Hyper Charging Star...
Hyper Stars & Stripes...

**AERIAL RAVE START MOVE**
Standing Medium Punch/Crouching Heavy Punch

**CAPTAIN AMERICA**

A mysterious demon prince from the Netherworld. He drives his enemies to despair with his black magic.

**SPECIAL MOVES**
1. Dark Thunder...
2. Inferno...

**HYPER COMBO**
1+2 Amsagédon...
3+4 Judgement Day...
Heart of Darkness...

**AERIAL RAVE START MOVE**
Standing Medium Punch
A Chinese detective investigates this mystery.

**SPECIAL MOVES**
1. Kikouken
2. Tenshokkyaku
3. Hyakuretsukyaku (rapidly)
4. Senensyu

**HYPER COMBOS**
1+2 Kikoushou
3+4 Senretsukyaku or Hazan Tenshoukyaku

**AERIAL RAVE START MOVE**
Standing Heavy Kick

The leader of the uncanny X-Men. He fires a powerful optic blast from his eyes.

**SPECIAL MOVES**
1. Optic Blast
2. Rising Uppercut
3. Cyclone Kick
4. Running Stun Drop
5. Optic Sweep
6. Rapid Punch

**HYPER COMBOS**
1+2 Mega Optic Blast
3+4 Super Optic Blast

**AERIAL RAVE START MOVE**
Standing Medium Punch

The self-professed strongest martial artist. No one can stop him now!

**SPECIAL MOVES**
1. Gadouken
2. Kouryukken
3. Dankukyaku
4. Premium Sign

**HYPER COMBOS**
1+2 Shinkuu Gadouken
3+4 Hisshou Buraiken

**AERIAL RAVE START MOVE**
Crouching Heavy Punch

A mysterious Indian, he burns enemies with the flame of Yoga.

**SPECIAL MOVES**
1. Yoga Fire
2. Yoga Flame
3. Yoga Blast
4. Yoga Teleport

**HYPER COMBOS**
1+2 Yoga Inferno
3+4 Yoga Strike

**AERIAL RAVE START MOVE**
Standing Medium Punch

**SPECIAL MOVES**
1. Gymnastic Kick
2. Spinning Kick
3. Yoga Kick
4. Yoga Leap

**HYPER COMBOS**
1+2 Yoga Uppercut
3+4 Yoga Dash

**AERIAL RAVE START MOVE**
Crouching Low Punch

**SPECIAL MOVES**
1. Yoga Smite
2. Yoga Blaze
3. Yoga Revive
4. Yoga Boost

**HYPER COMBOS**
1+2 Yoga Heaven
3+4 Yoga Earth

**AERIAL RAVE START MOVE**
Crouching High Punch

**SPECIAL MOVES**
1. Dhalsim's special move
2. Dhalsim's special move
3. Dhalsim's special move
4. Dhalsim's special move

**HYPER COMBOS**
1+2 Dhalsim's special move
3+4 Dhalsim's special move

**AERIAL RAVE START MOVE**
Crouching Side Punch
**Hulk**

An emerald-colored giant with mountain-climbing strength and a temper to match.

SPECIAL MOVES

1. Gamma Tornado
2. Gamma Smash
3. Gamma Charge
4. Gamma Charge (anti-air)

HYPER COMBOS

1+2 Gamma Wave
3+4 Gamma Crush

AERIAL RAVE START MOVE

Standing Heavy Kick/Crouching Heavy Punch

---

**Omega Red**

An artificial mutant who seeks enemies’ vitality with his carborundum tendrils.

SPECIAL MOVES

1, 2 Carborundum Coil
3. 4 Omega Strike

HYPER COMBOS

1+2 Omega Destroyer
3+4 Carborundum Stomper

AERIAL RAVE START MOVE

Standing Medium Punch

---

**Ken**

Kyo’s top rival. His attack is like a furious living fire.

SPECIAL MOVES

1. Fireball
2. Dragon Punch
3, 4 Hurricane Kick

HYPER COMBOS

1+2 Shippou Jinrai Kyoku
3+4 Shinyuu Ken

AERIAL RAVE START MOVE

Crouching Heavy Punch

---

**Ryu**

The eternal challenger. Ryu seeks true strength.

SPECIAL MOVES

1. Fireball
2. Dragon Punch
3, 4 Hurricane Kick

HYPER COMBOS

1+2 Shinkuu Hidouken
3+4 Shinkuu Tatsunuki Senpakuhyaku

AERIAL RAVE START MOVE

Crouching Heavy Punch
A high-school girl joins the street fighter battle in spite of her friends' attempts to stop her.

**SPECIAL MOVES**

1. Shourouken
2. Hadouken
3. 4. Shinpukysoku

**HYPER COMBOS**

1+2 Mukade Zakura
3+4 Shinku Hadouken
Kana Ichiban

**AERIAL RAVE START MOVE**

Crouching Heavy Punch

---

A hero with a spider's quickness. He swings webs that can stop any force.

**SPECIAL MOVES**

1. Web Ball
2. Spider Sting
3. Web Swing
4. Web Throw

**HYPER COMBOS**

1+2 Maximum Spider
3+4 Crawler Assault

**AERIAL RAVE START MOVE**

Standing Medium Punch

---

The chaos god of destruction arrived from another dimension, prepared to destroy life on Earth.

**SPECIAL MOVES**

1, 2 Mystic Strike
3 Mystic Smash
4 Revitalization

**HYPER COMBOS**

1+2 Chaos Dimension
3+4 Chaos Split

**AERIAL RAVE START MOVE**

Standing Medium Kick

---

A tough hero who shredded evil with his adamantium claws and animal instincts.

**SPECIAL MOVES**

1. Berserker Barrage
2. Torpedo Claw

**HYPER COMBOS**

1+2 Berserker Barrage X
3+4 Fatal Claw

**AERIAL RAVE START MOVE**

Standing Heavy Kick
The Red Cyclone of Russia. Zangief is a pro wrestler with a body of steel!

**SPECIAL MOVES**

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<thead>
<tr>
<th>No.</th>
<th>Move</th>
<th>Command</th>
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<tbody>
<tr>
<td>1</td>
<td>Screw Pile Driver</td>
<td>360° turn + P (near opponent)</td>
</tr>
<tr>
<td>2</td>
<td>Double Lariat</td>
<td>PPP (or KKK)</td>
</tr>
<tr>
<td>3</td>
<td>Flying Power Bomb</td>
<td>↘↘↙↘ + P</td>
</tr>
<tr>
<td>4</td>
<td>Banishing Flat</td>
<td>↘↙↙ + K</td>
</tr>
<tr>
<td></td>
<td>Aerial Russian Slam</td>
<td>↘↙↙ + K</td>
</tr>
</tbody>
</table>

**HYPER COMBOS**

<table>
<thead>
<tr>
<th>No.</th>
<th>Move</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>Final Atomic Buster</td>
<td>360° turn + PF</td>
</tr>
</tbody>
</table>

**AERIAL RAVE START MOVE**

- Crouching Medium Punch